INTRINSECA

Ludica

Roulette systems

Introduction:

The historiography of the Roulette contemplates lots of anecdotal. Some of these are:

1) The factorial total one of the Roulette makes... 666 (In fact, 37*36/2)=666 , and everyone knows who's the owner of this number.
2) It's narrated that from the back of the '*saio*' (cloack) of the Jesuit father who for the first time introduced the "infernal machine" got out one ... tail!
3) Why - if it is true that is impossible to beat the roulette, is well known that exist one "*rule*" - unquestionable! - which allow the managers of every casino to get out eventual "disliked" gamblers?

The main target in my research, during the last years, was to understand which was the criteria that the Jesuits used to place the numbers in the roulette wheel.

At last I found a wheel distribution that eliminate the negative refuse.

Using this distribution I applied the statistics "law of the third" and found a system for beating all the dozens.
I tested this system on thousands of spins, and I won ALL the games within the 7th spins (also if the mathematics delay of the system is calculated to be of 8th spins).

The law of third

As most professional gamblers know, the probability that any one of the 37 numbers will be drawn in a single spin is 2.7, or 1/37. The "law of the third" tells us that in a complete cycle of 37 spins, there will be only 24 numbers drawn one or more times, while the other 13 will not appear.
Negative probability is $(36/37)^{37}$=0.3628 = 36.28%, and 37*0.3628=13.42. 13.42, as you can see, is more likely 14 than 13 numbers.
To obtain more precision, years ago, we found a cycle of 39 spins instead of a cycle of 37. Negative probability is $(36/37)^{39}$=0.3435 or 34.35%, and 37*0.3435=12.7.
This "long cycle" gives us 13 numbers that will not come out. The following system is based on the "*cycle 39*" (the Cycle 39 is applicable also for the OO wheel).
It uses only numbers in frequency (normal or super), and excludes the absent ones (joined probability distribution).

For the dozen, the cycle is:

Negative probability:
=$(\text{negative events/total events})^{(\text{cycle/number of dozens})}$*numbers present in a dozens=
$(24/37)^{(13/3)}$*12=1,838 as you can see its less than 2: 2 is the maximum limits of the cycle for the dozen that we use.

Re-use of the spins: (safe cycle of the dozen)*(natural cycle of the dozens)=6 it's the safe cycle in which the spins (cycle of dozens) are "purified".

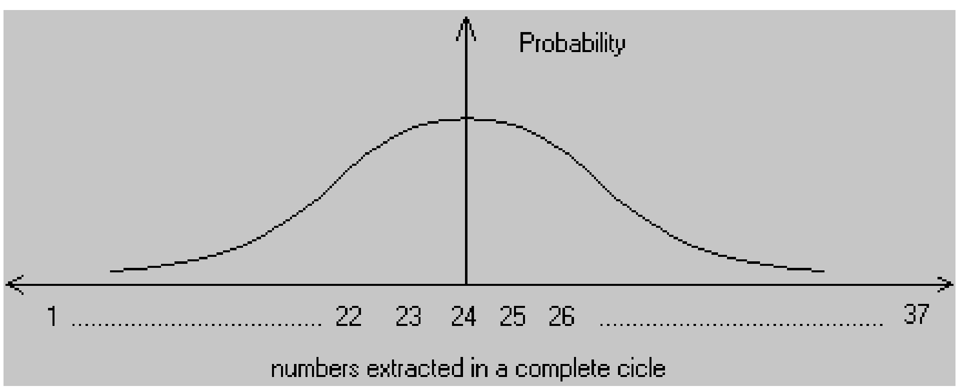


Table A

Masoretic Configuration "INTRINSECA"

Line 1					Line 2					Line 3				
1ª Dozen					*2ª Dozen*					*3ª Dozen*				
5					**1**					**0**				
10					**2**					**1**				
19					**4**					**2**				
20					**5**					**3**				
21					**8**					**6**				
22					**9**					**7**				
23					**10**					**8**				
24					**14**					**9**				
25					**15**					**11**				
26					**16**					**12**				
27					**18**					**13**				
28					**19**					**14**				
29					**20**					**15**				
30					**22**					**16**				
31					**24**					**17**				
33					**25**					**18**				
34					**27**									
35					**29**									
36					**31**									
					32									
					33									
					34									
					36									

Instructions

Details

Look at the Table A. Three Line necessary for produce the game. Each line correspond to a dozen to bet. I remind you that the first dozen is from number 1 up to number 12, the second dozen is from number 13 up to number 24 and the last one start from 25 up to number 36. You can bet the dozen directly on the table.

Note that the numbers present in each line in the Masoretic configuration of Intrinseca, are not the numbers correspondent to the dozen, they are just the numbers that we need to obtain the right dozen to bet. The numbers in the three lines are just the neighbors of the numbers of each dozen in the wheel. (Just for example the number 0, the first number in line 3, is a neighbor of sector with the numbers 26 and 32, both numbers present in the third dozen.).

Procedure

The procedure is very easy.

Record 13 spins and draw it on the table A in the corresponding box at the right of each Line.

If a number is called more than one tine, draw it in the second box (you have 4 boxes for each number).

Note that a number can be present in more than one line!

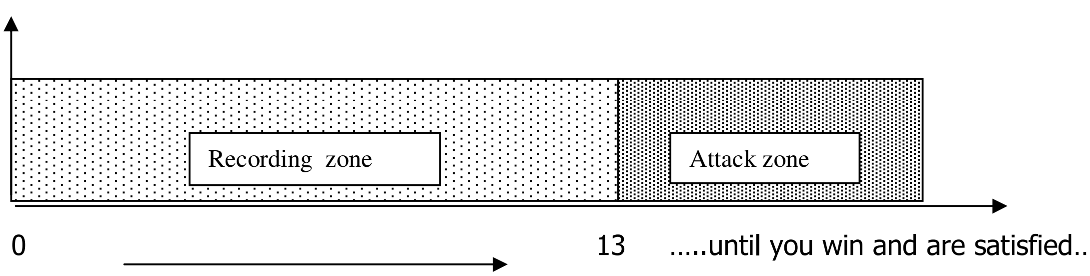
After the 13 spins, you have to bet on the Dozen corresponding to the line where the most boxes have been drawn.

If two lines have the same number of boxes drawn, chose the line with more different numbers called (example, if after 13 spins we have: Line1 5 boxes, Line2 3 boxes , Line3 5 boxes, we have to chose between Line1 and Line3 the line with most different numbers called). In fact we can have the same numbers of box but a number could be drawn more than 1 time.

If, in very rare cases, 2 lines have been drawn the same numbers of boxes and the same amount of different numbers, chose the Line with the box called for last.

Only in case the last number check a box for both the lines with most numbers and boxes, we can bet on the line called less times.

These above are the only conditions necessary for winning, play Intrinseca as you want, just follow the instructions above, the wins are easy.



Note

On average Intrinseca wins after 2,5 spins. In very rare cases we found delay up to the 7th spins. I advice to bet using the table B (see below) with a necessary bankroll of only 26 units (chips), so you can afford also the 7th spin. We report also the 8th spin, never achieved in my tests, just for curiosity.

How to bet

Spins->	N°1	N°2	N°3	N°4	N°5	N°6	N°7	N°8
Units bet	1	1	2	3	4	6	9	14
Units won	+2	+1	+2	+2	+1	+1	+1	+2
Bankroll	1	2	4	7	11	17	26	40

How to play more games in a session

With Intrinseca you can start a new game every 6 spins. Every new game started is a single new game with no relation with the other games (see theory).

Example n° 1

Recorded spins: 15,26,29,7,10,24,13, 32,5,18,12,32,7

In Line1 we draw 4 boxes
In Line 2 we draw8 boxes
In Line 2 we draw 6 boxes

The good line is Line 2, so we will bet on the second dozen (from number 13 up to number 24)

Line 1					Line 2					Line 3				
1ª Dozen					*2ª Dozen*					*3ª Dozen*				
5	x				**1**					**0**				
10					**2**					**1**				
19					**4**					**2**				
20					**5**	x				**3**				
21					**8**					**6**				
22					**9**					**7**	x	x		
23					**10**	x				**8**				
24	x				**14**					**9**				
25					**15**	x				**11**				
26	x				**16**					**12**	x			
27					**18**	x				**13**	x			
28					**19**					**14**				
29	x				**20**					**15**	x			
30					**22**					**16**				
31					**24**	x				**17**				
33					**25**					**18**	x			
34					**27**									
35					**29**	x								
36					**31**									
					32	x	x							
					33									
					34									
					36									

Example n° 2

Recorded spins: 15,26,29,7,10,24,13, 32,12,18,12,32,7

In Line1 we draw 3 boxes
In Line 2 we draw 7 boxes
In Line 2 we draw 7 boxes

A you can see Line 2 and Line 3 have the same numbers of boxes drawn (7 boxes) but we chose the Line 2 because it has 6 different numbers called(only 1 repetition) while line 3 has only 5 different numbers called (2 repetitions).
The good line is Line 2, so we will bet on the second dozen (from number 13 up to number 24)

Line 1					Line 2					Line 3				
1ª Dozen					*2ª Dozen*					*3ª Dozen*				
5					**1**					**0**				
10					**2**					**1**				
19					**4**					**2**				
20					**5**					**3**				
21					**8**					**6**				
22					**9**					**7**	x	x		
23					**10**	x				**8**				
24	x				**14**					**9**				
25					**15**	x				**11**				
26	x				**16**					**12**	x	x		
27					**18**	x				**13**	x			
28					**19**					**14**				
29	x				**20**					**15**	x			
30					**22**					**16**				
31					**24**	x				**17**				
33					**25**					**18**	x			
34					**27**									
35					**29**	x								
36					**31**									
					32	x	x							
					33									
					34									
					36									

Example n°3

Recorded spins: 15,26,21,7,10,24,13, 32,0,18,12,32,7

In Line1 we draw 4 boxes
In Line 2 we draw 7 boxes
In Line 2 we draw 7 boxes

In this example Line 2 and Line 3 has the same numbers of box drawn and also the same numbers of different numbers called, in this case we chose the line3 because the number 7 (the last number called) is referred to the box of line 3.

Line 1					Line 2					Line 3				
1ª Dozen					2ª Dozen					3ª Dozen				
5					**1**					**0**	x			
10					**2**					**1**				
19					**4**					**2**				
20					**5**					**3**				
21	x				**8**					**6**				
22					**9**					**7**	x	x		
23					**10**	x				**8**				
24	x				**14**					**9**				
25					**15**	x				**11**				
26	x				**16**					**12**	x			
27					**18**	x				**13**	x			
28					**19**					**14**				
29	x				**20**					**15**	x			
30					**22**					**16**				
31					**24**	x				**17**				
33					**25**					**18**	x			
34					**27**									
35					**29**	x								
36					**31**									
					32	x	x							
					33									
					34									
					36									

Line 1	Line 2	Line 3
1ª Dozen	*2ª Dozen*	*3ª Dozen*
5	1	0
10	2	1
19	4	2
20	5	3
21	8	6
22	9	7
23	10	8
24	14	9
25	15	11
26	16	12
27	18	13
28	19	14
29	20	15
30	22	16
31	24	17
33	25	18
34	27	
35	29	
36	31	
	32	
	33	
	34	
	36	

Line 1	Line 2	Line 3
1ª Dozen	*2ª Dozen*	*3ª Dozen*
5	1	0
10	2	1
19	4	2
20	5	3
21	8	6
22	9	7
23	10	8
24	14	9
25	15	11
26	16	12
27	18	13
28	19	14
29	20	15
30	22	16
31	24	17
33	25	18
34	27	
35	29	
36	31	
	32	
	33	
	34	
	36	

Line 1	Line 2	Line 3
1ª Dozen	*2ª Dozen*	*3ª Dozen*
5	1	0
10	2	1
19	4	2
20	5	3
21	8	6
22	9	7
23	10	8
24	14	9
25	15	11
26	16	12
27	18	13
28	19	14
29	20	15
30	22	16
31	24	17
33	25	18
34	27	
35	29	
36	31	
	32	
	33	
	34	
	36	

Line 1	Line 2	Line 3
1ª Dozen	*2ª Dozen*	*3ª Dozen*
5	1	0
10	2	1
19	4	2
20	5	3
21	8	6
22	9	7
23	10	8
24	14	9
25	15	11
26	16	12
27	18	13
28	19	14
29	20	15
30	22	16
31	24	17
33	25	18
34	27	
35	29	
36	31	
	32	
	33	
	34	
	36	